TENCHU®

FATAL SHADOWS™

MATURE 17+

M

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Tenchu®: Fatal Shadows™ for PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play the game.

TENCHU®
FATAL SHADOWS™

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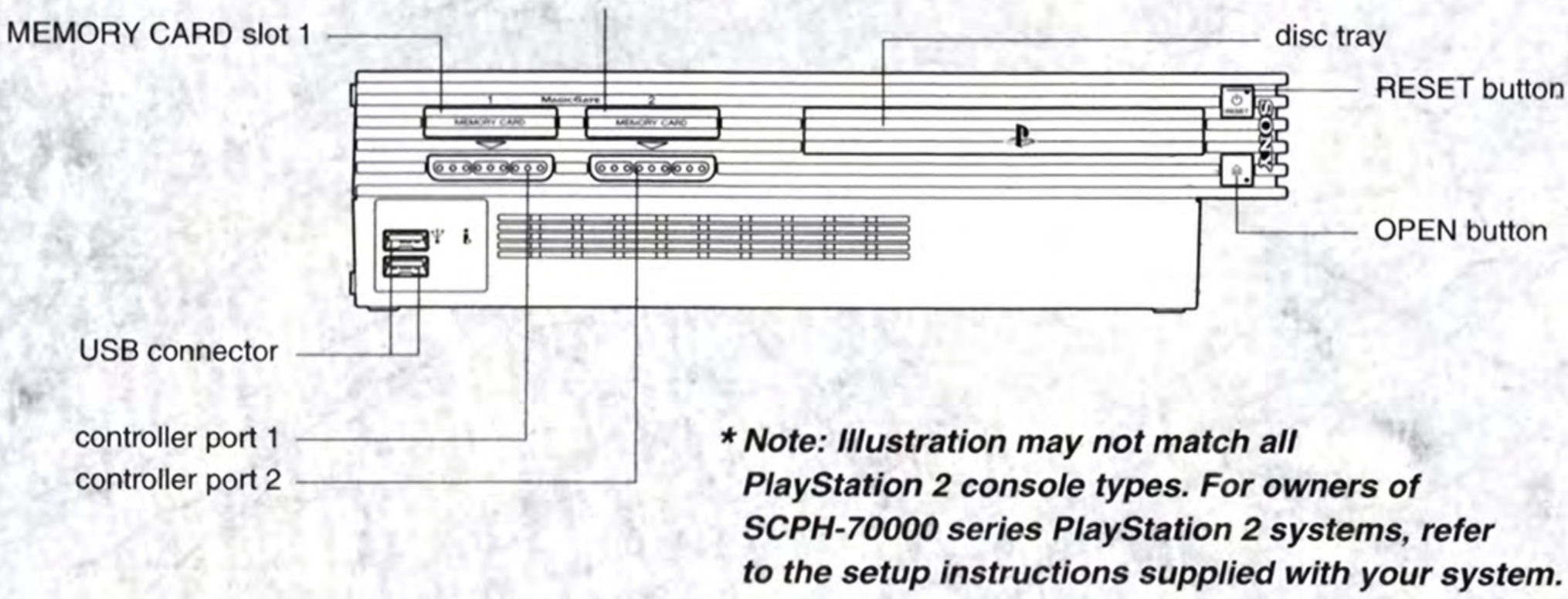
GETTING STARTED



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Tenchu: Fatal Shadows* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

This game is a memory card (8MB) (for PlayStation®2) compatible game. A minimum of 46KB of free space is required to save your game data to the memory card (8MB) (for PlayStation®2). Do not turn off the console, reset the game, remove the memory card (8MB) (for PlayStation®2) or the DUALSHOCK®2 analog controller while saving the game.

Dolby® Pro Logic® II Decoding

This game is presented in Dolby Pro Logic II. The PlayStation®2 system's DIGITAL OUT (OPTICAL) / AV MULTI OUT should be connected to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. To enjoy this sound mode, you will need to select Dolby Surround Pro Logic II from the Options menu (P.9).

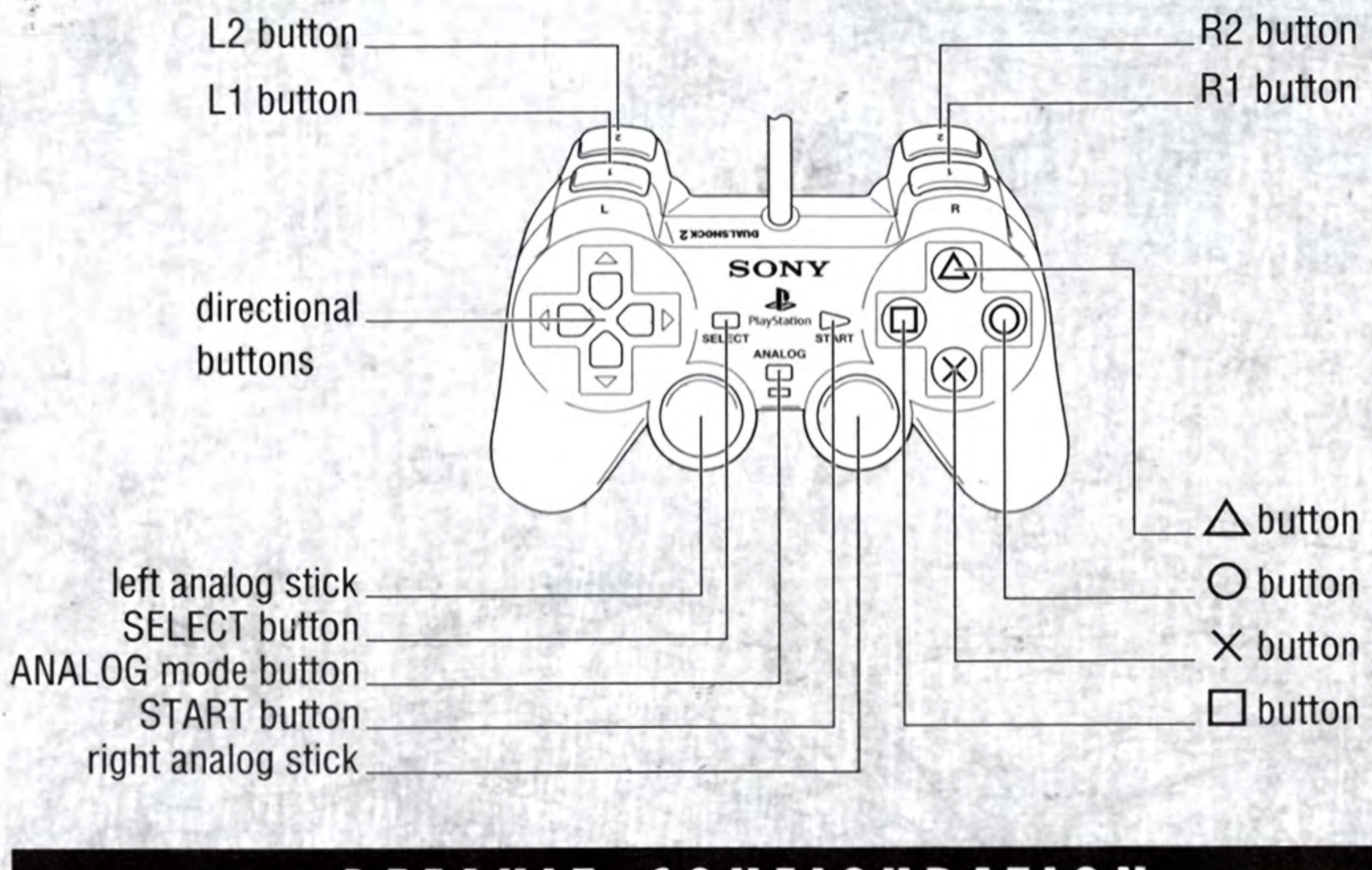
DOLBY SURROUND PRO LOGIC II

Dolby, Pro Logic, and the double-D symbol are registered trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

CONTROLLER

This game is a single player game, compatible with the DUALSHOCK®2 analog controller. Connect the analog controller to controller port 1. The analog controller is set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button.

DUALSHOCK®2 Analog Controller



DEFAULT CONFIGURATION

left analog stick	Walk, run, swim
right analog stick	Move camera
○ button	Guard / Back (menu screen)
× button	Jump / Confirm (menu screen)
△ button	Use selected Item
□ button	Attack
R1 button	Stealth (crouch / back against wall)
R2 button	Strafe (w/ left analog stick) / Lock onto enemies
L1 button	Manual camera (w/ left analog stick)
L2 button	Select Item
directional buttons	Select Item / ⬆: Grappling Hook / ⬇: Potion
START button	Pause game (Pause Menu)
SELECT button	View Map / Close Map

CONTROLS

LEFT ANALOG STICK

Move your character in the direction you push the stick. Push the stick a little to walk, or further to run. Also use the stick to move left / right, climb up, or drop down while hanging from a ledge.

◎ BUTTON

Press the ◎ button to square off, and keep holding the button to block enemy attacks.
To carry away a defeated enemy, crouch near the body (R1 button), then press and hold the ◎ button.

⊗ BUTTON

Press the ⊗ button to jump, and once more while in mid-air to perform a Double-Jump.
It is possible to reach even higher areas by pushing off the wall. To execute a Wall Jump, Double-Jump towards a wall and press the ⊗ button again as the character touches it.

▣ BUTTON

Press the ▣ button to attack. Press the button several times consecutively, and in combination with the left analog stick to perform a variety of Combo Attacks (P.15).
When the enemy is about to deliver a hit, press the ▣ button to block the attack, and press repeatedly to attempt to overpower them.

△ BUTTON

Press the △ button to use the selected Item (L2 button or directional buttons ⬅ ➡ to select Item).
Items such as the Grappling Hook, Shuriken and Blowgun require you to hold down the △ button to call-out the target cursor. Use the left analog stick to aim with the cursor, then release the △ button to fire.

R1 BUTTON

Press and hold the R1 button to crouch, then use the left analog stick to creep slowly, staying close to the ground. Press the ⊗ button while crouching to roll in the direction you are moving.
Pressing the R1 button next to a wall allows you to hide by pushing your back flat against it.

R2 BUTTON

Use the left analog stick while holding down the R2 button to Strafe, and hold down the button during combat to lock-on to your enemies. Press the ⊗ button while Strafing to dodge in the direction you are moving. To jump and turn in the opposite direction from a static position, press the ⊗ button while holding down the R2 button.

L1 BUTTON

Hold down the L1 button to position the camera just behind your character's head, and move the camera using the left analog stick. When your back is against the wall (R1 button), the position of the camera is offset directly in front of the character.

PROLOGUE

In a time of feudal wars,
Rikimaru and Ayame, two ninjas of the Azuma Clan,
served Lord Goda by returning his precious daughter,
Kiku, from the hands of Lord Mei-Oh.

Unfortunately,
Rikimaru was caught in a disastrous rockfall during his escape
and is still missing.

The land of Lord Goda remained peaceful after
Mei-Oh's attack,
and Ayame, as an agent of Goda,
continued to patrol the expansive territory.

One day in her travels,
Ayame came across a decimated ninja village.

She hoped to find survivors, but arrived too late.
The ninjas of Hagakure died whispering
the word 'Kuroya' with their final breaths.

As Ayame was about to leave,
a young female ninja arrived and stood in her way.

Her name was Rin,
back from her training,
and devastated to see her village in ruins.

Squaring off with one another,
the fate of the two ninjas became inextricably intertwined.

MAIN CHARACTERS

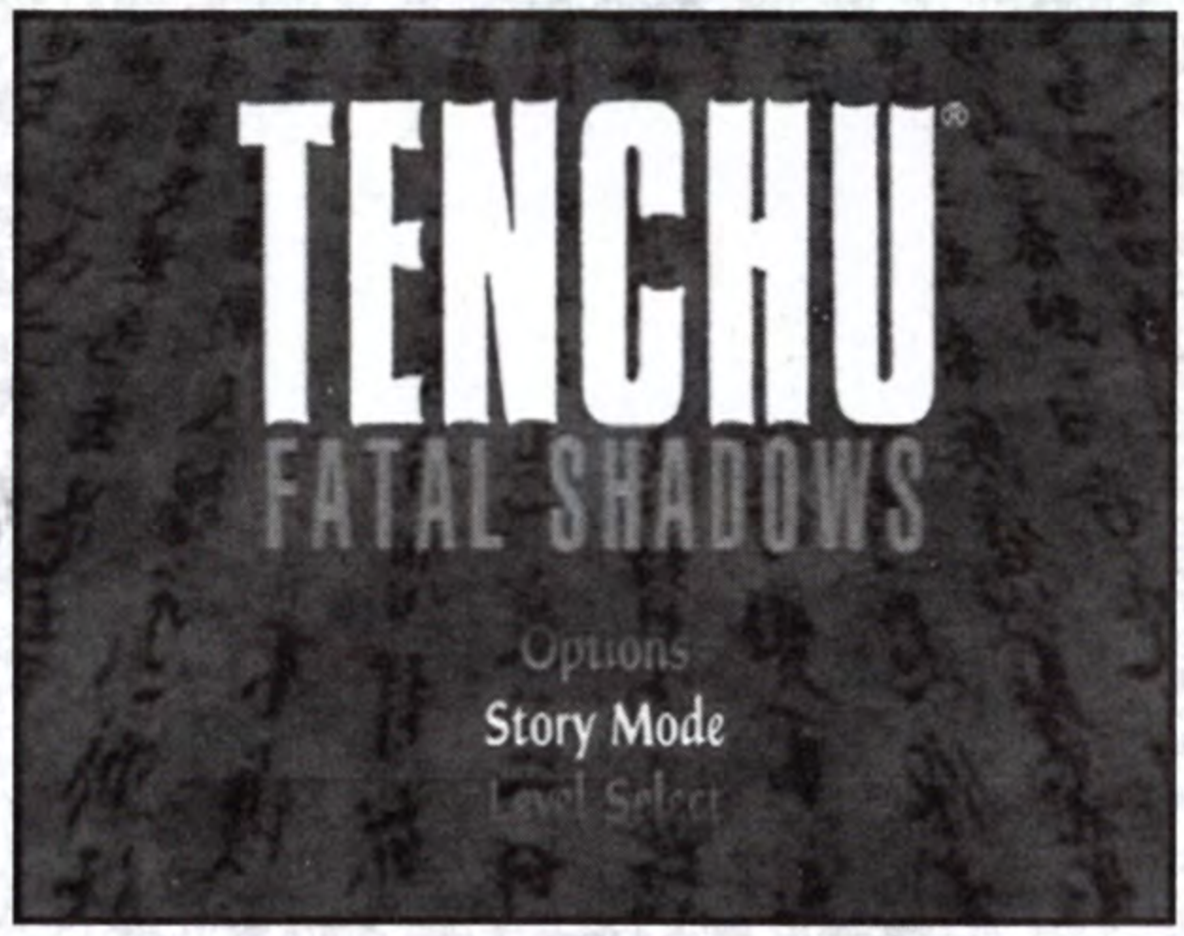
Rin

Rin is from a small ninja village that lies on the border of Mei-Oh's kingdom. Since her village was destroyed, she has sought to avenge the deaths of her loved ones. She works as a hired assassin for "Lady Razor" Ogin.

Ayame

Initiated into the Azuma Clan at the young age of 14, Ayame was considered a prodigy. Ayame is normally very calm and level-headed, except when something comes between her and Princess Kiku, who she sees as a younger sister.

MAIN MENU



Press the START button on the title screen to bring up the main menu of this game.
Use ⬆⬇ to choose a mode and press the ⊗ button to confirm.
You must complete the first mission of the Story Mode to play the Level Select and Boss Battles.

STORY MODE

Enter the main mode of this game. Play as either Rin or Ayame depending on the mission to advance your story.

LEVEL SELECT

Choose Rin or Ayame and enter any mission you have previously cleared.
*** Movie scenes from the Story Mode are not played.**

TUTORIAL

Practice the game controls through this Tutorial. Try all the stages to learn and execute each action.

BOSS BATTLES

Choose Rin or Ayame, and take on any boss you previously defeated. Your time will be recorded when you successfully win the battle.

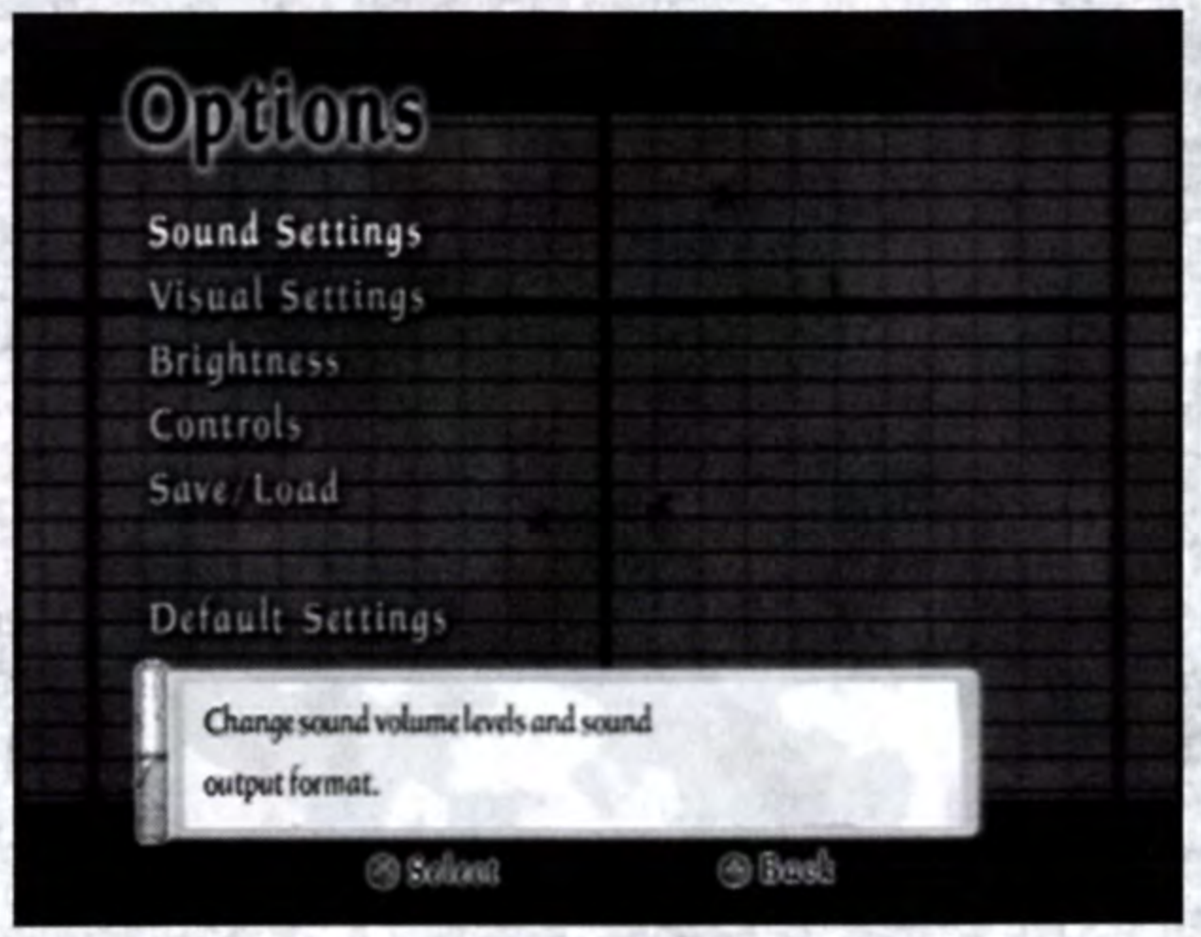
ENCYCLOPEDIA

Replay movie scenes or view unlocked works of art from this game.

OPTIONS

Change various game settings (P.9).

OPTIONS



Use ↑↓ to choose an item and press the ⊗ button to display the setting screen for the selected option.
At the setting screen, use ↑↓ to select, and ←→ to toggle or adjust each item.
Select Default Settings to restore all settings to the original default settings.

SOUND SETTINGS

Adjust the volume level of the music and sound effects/voice, and set the audio output format.

VISUAL SETTINGS

Turn ON/OFF the Subtitles, Blood/Gore, and Stealth Kills animations.

BRIGHTNESS

Adjust your TV's brightness using the test card screen provided.

CONTROLS

Rearrange the button configurations and switch ON/OFF the Vibration setting.

SAVE / LOAD

Save or Load your game data, and turn ON/OFF the Auto Save feature.
Your game progress and the date and time the data was saved will be displayed when you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

ITEM SELECTION

The Item Select screen will be displayed before every mission.
Use the directional buttons to choose an Item and press the ⊗ button to equip. Press the △ button to remove an equipped Item. In addition to the Grappling Hook, you may carry up to a total of seven Items (maximum of five Item types).

BASIC ITEMS

Here are some of the most essential ninja Items. Utilize each Item in the most appropriate situation to successfully clear your mission.

◆ GRAPPLING HOOK
This Item will always be equipped. Aim the hook towards walls or cliffs for a quick and easy climb.

◆ SHURIKEN
Most common projectile weapon for a ninja. Simply aim and throw to attack distant enemies.

◆ CALTROPS
Scatter spikes on the ground to damage and slow down the enemy in order to create better opportunities for your kills.

◆ SMOKE BOMB
Freeze the enemies by releasing a thick smoke. This Item can be handy when you've got company.

◆ POISON RICE CAKE
Whoever takes a bite will be temporarily paralyzed. These poisonous treats are especially effective on animals such as watch dogs.

◆ HEALING POTION
Fully restore your health gauge. The Healing Potion will take a few seconds to drink, so use it when the coast is clear.

◆ COLORED RICE
Mark your current position by leaving Colored Rice. Up to 5 locations can be marked on the map (P.12).

GAME DISPLAY

ENEMY HEALTH GAUGE

The enemy's health gauge appears once you attack and damage the enemy.

HEALTH GAUGE

If your character's health gauge reaches zero, the mission is over (maximum: 100). Use Riceballs and Healing Potions to replenish your health gauge.

KI METER

The Ki Meter displays the distance and status (behavior) of your enemy. As a ninja, your character can sense four different alert statuses of their nearest enemy.

ITEMS

Displays the icons and number of all the Items you carry.

STEALTH KILL LIGHT

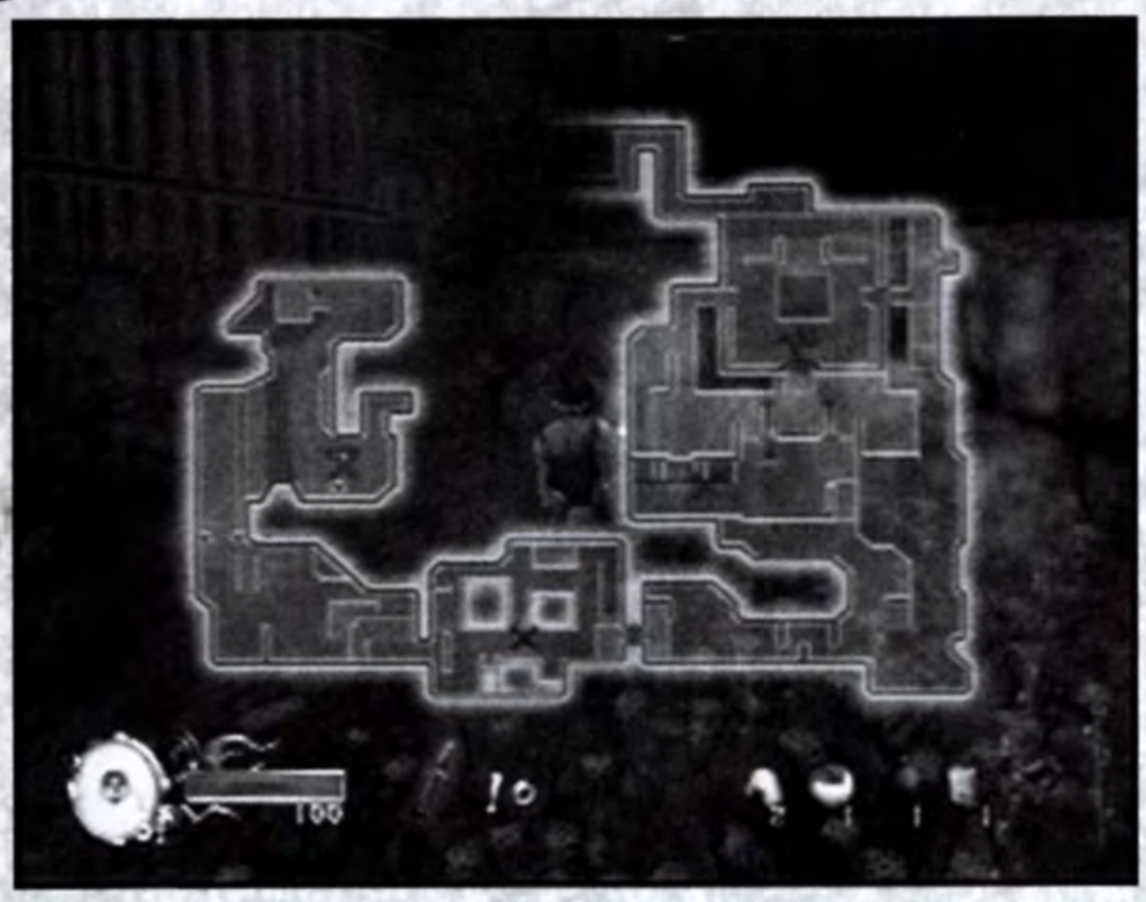
The light is lit whenever you are within striking distance for the Stealth Kill.

KI METER STATUS

	Your character senses the presence of an enemy. **At this point, the enemy is not aware. The display and the distance counter will increase as the enemy closes in.**
	Your character has been detected. **You are within visible range, yet the enemy is still unaware.** **Hide or move away before the enemy realizes you are a threat.**
	The enemy has been alerted by your presence. **The enemy is now aware of your presence and you are in danger of being spotted.**
	Your character has been spotted by the enemy. **The enemy is completely aware and ready to attack. Quickly eliminate the foe or run away to avoid a scene.**

The Ki Meter will also display the status of ordinary people who have no intention of fighting. You are penalized for attacking such people – a deduction will be made in the final rating (P.13).

STAGE MAP



Press the SELECT button to display the level map. Note that the game remains in play while the map is displayed.

RED ARROW

Position and direction the character is facing.

RED STAR

Final destination of the level.

* Not available with certain Difficulty Settings.

X MARK

The areas you marked with Colored Rice (Item).

PAUSE SCREEN

Press the START button to pause the game and display the pause menu. Use ↑↓ to choose one of the menu items detailed below and press the ⊗ button to confirm.
Press the START button or select **Continue Game** to return to the game in progress.

RETRY

Start your mission over from the beginning of the current level.

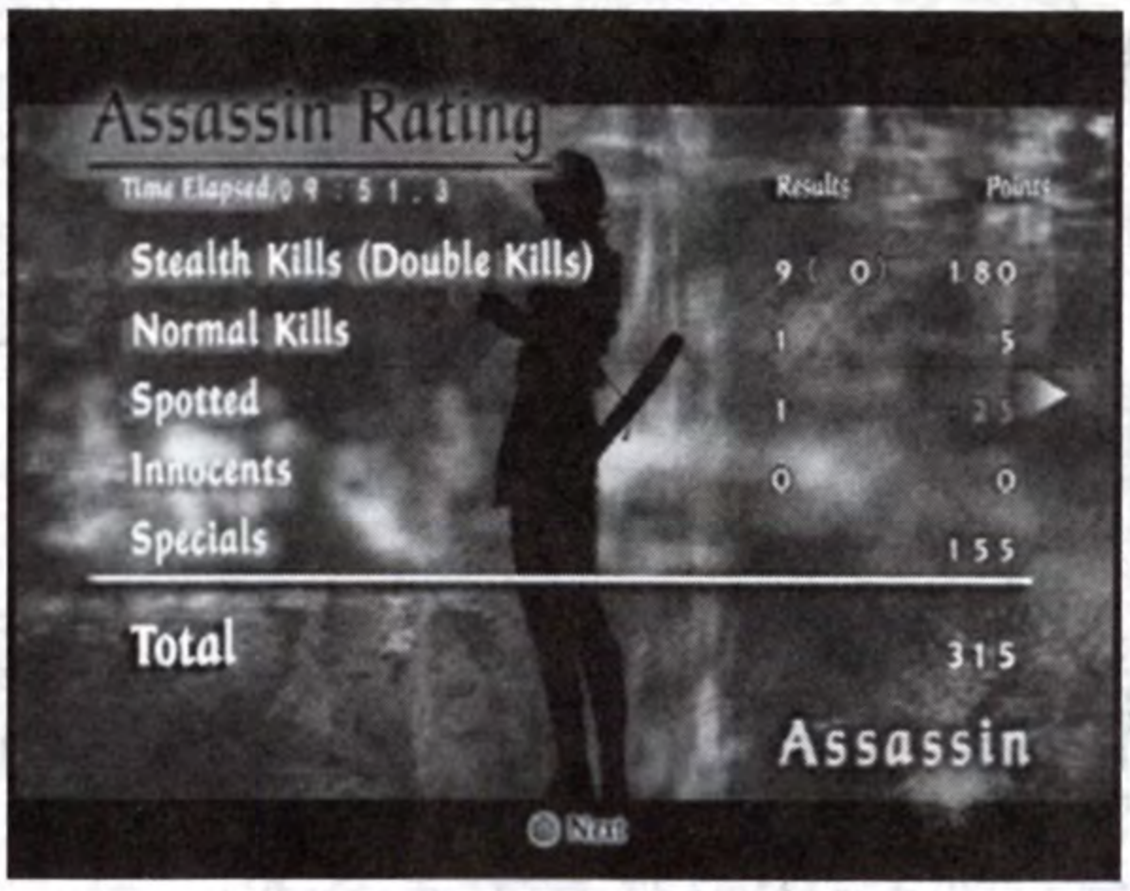
RETURN TO ITEM SELECT SCREEN

Start your mission over from the Item Select screen. To select a different level, press the ▣ button to access the Mission Select screen.

RETURN TO TITLE SCREEN

Quit your current mission and return to the title screen of this game.

RATING SCREEN



A performance rating is shown when the mission is cleared. Overall rating (bottom right of the screen) is determined based on all the criteria / points you scored.
When you are finished with this screen, press the ⊗ button to progress to the Items Gained screen (see below) to view your rewards.

STEALTH KILLS

Number of enemies defeated using Stealth Kills / Double Kills.

NORMAL KILLS

Number of enemies defeated in face-to-face combat.

SPOTTED

Number of times sighted by enemies.

INNOCENTS

Number of innocent people slayed.

SPECIALS

Total of all bonus points.
*** Scroll left to see details.**

OVERALL RATING

Both Rin and Ayame have their own rating system (highest to lowest).

RIN	**Assassin > Professional > Novice > Murderer > Thug**
AYAME	**Grand Master > Expert Ninja > Ninja > Rookie Ninja > Thug**

NORMAL ITEMS

Basic Items provided for clearing the mission.

NEW ITEMS

Newly acquired Items based on your performance.

SPECIAL ITEMS

Special Items rewarded based on a higher rating.

NEW SPECIAL ITEMS

Special Items rewarded only when you achieve the highest rating.

MISSION SELECTION

The Mission Select screen is displayed for both the Story Mode and Level Select Mode. Use ⬆⬇⬅➡ to choose the level, then press the ⊗ button to enter the selected mission. The Difficulty setting (upper right) can be changed by pressing the L1 or R1 button.

ENEMY LAYOUT (LEVEL SELECT MODE)

Once you have made a selection at the Mission Select screen, use ⬅➡ to choose the layout of the enemies. Up to three different layouts are available for each level, depending on your performance in the Story Mode. Changing the enemy's layout will introduce new strategies and gameplay in an environment you have previously cleared.

STEALTH KILL

Both of the main characters can perform an array of Stealth Kills – deadly attacks which will instantly finish your foe. Creep towards the enemy unseen, then press the ◉ button when the Stealth Kill Light is lit to unleash the deadly attack.

The type of Stealth Kill will vary depending on your approach (position relative to your enemy) as well as the exact time you press the ◉ button once the kill sequence has begun.

DOUBLE KILL

The Double Kill is essentially two Stealth Kills in one attack.
This attack can only be performed when two enemies are close together.

*** Available when the Stealth Kill setting is set to ON in VISUAL SETTINGS (P.9).**

SPECIALS

A Scroll is rewarded everytime you complete a Stealth Kill. Collect the Scrolls and acquire special abilities / actions for your character. Note that Rin and Ayame do not share their Scrolls – they must each earn their Specials by collecting their own Scrolls.

ATTACK MOVES

RIN

Combo Attack I	▣ – ▣ – ▣
Combo Attack II	▣ – ▣ – ⬇+▣
Combo Attack III	▣ – ▣ – ▣ – ⬇+▣
Crouch Attack	R1 +▣
Jump Attack	▣ during a jump
Prone Attack	▣ next to an enemy on the ground
Special Attack	R2 – ⬇+▣
Throw	left analog stick towards an enemy + ◉
Throw Escape	R1 when an enemy grabs for the throw

AYAME

Combo Attack I	▣ – ▣ – ▣ – ▣
Combo Attack II	▣ – ▣ – ⬇+▣ – ▣
Combo Attack III	▣ – ▣ – ▣ – ⬇+▣
Crouch Attack	R1 +▣
Jump Attack	▣ during a jump
Prone Attack	▣ next to an enemy on the ground
Special Attack	R2 – ⬇+▣
Throw	left analog stick towards an enemy + ◉
Throw Escape	R1 when an enemy grabs for the throw

THE KUROYA

Jyuzou

The leader of the Kuroya. He was next in line to become the leader of the Hagakure, but refused to live by the rules set before him.

Futaba

The younger twin sister of Hitoha. Just like Rin, she, too, was born in Hagakure Village. However, she proved loyal to Jyuzou and betrayed her friends and family. She had always secretly considered Rin to be her rival, and hated her deeply.

THE KUROYA

Hitoha

Ranzou

Shinogi

Shou

Assassins of the Kuroya

Cunning Assassins who serve under Jyuzou.
Much like Jyuzou himself,
they have all dedicated their lives to killing.

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site . . . . . http://www.sega.com/usa
- e-mail . . . . . support@sega-support.com

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"...ONE OF THE MOST ANTICIPATED SHOOTERS OF THE YEAR." - GAMEZONE

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RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation 2

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